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# Researchers, Impact and Publications (R.I.P.)

AKA, 'How to adapt a cult game to increase engagement and awareness'

## Background.

Revamp of existing training portfolio.  
Gamification of training.

## Questions.

What's our message?  
Who are the audience and what motivates them?  
What's the timeslot?  
What's different?  
What's fun?  
Is anything 'open' by nature?

Idea.  
Cards Against Humanity – CC-BY-NC-SA.  
github 'Bigger Blacker Cards' card generator.

## Methods.

Understand the card structure:

- Black (question) cards: A question, or a 'fill in the blank' statement - answered or explained by a white card.
- White (answer) cards: A noun, a noun phrase, a gerund or a gerund phrase.

Calculate card ratios:

- 6:1 White to Black cards.
- 5:1 Straight to Comedy cards.

Source code for cards.

Create appropriate Q&A cards.

Dummy runs.

## Results.

Play and 'defend your answers'.

Be creative with answer cards - not all answers are grammatically correct!

Standard cards: lunchtime gaming, and 5 minute slots at workshops to check baseline and increase in understanding.

Leaflet-sized Velcro backed cards: conversation starters at welcome fairs and outreach events.

Bristol's Q and A cards provided with card code at [data.bris](http://data.bris) for other institutions to adapt and remix.

## Conclusion.

Useful tool for engaging PGRs and ECRs.

Questions can be modified for other areas, e.g. Ethics, Information Security and GDPR, Contracts, Copyright.

### References.

Cards Against Humanity <https://cardsagainsthumanity.com/>  
<https://www.quora.com/Whats-the-grammar-structure-of-Cards-Against-humanity>  
Cards Against Humanity licence [http://s3.amazonaws.com/cah/CAH\\_MainGame.pdf](http://s3.amazonaws.com/cah/CAH_MainGame.pdf)  
Bigger Blacker Cards code <https://github.com/bbcbcards/bbcbcards>  
Researchers, Impact and Publications (R.I.P.) Game Data (01/2020)  
DOI: <https://doi.org/10.5523/bris.1nufzjw3m9ho72cwisj1pwc75h>

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